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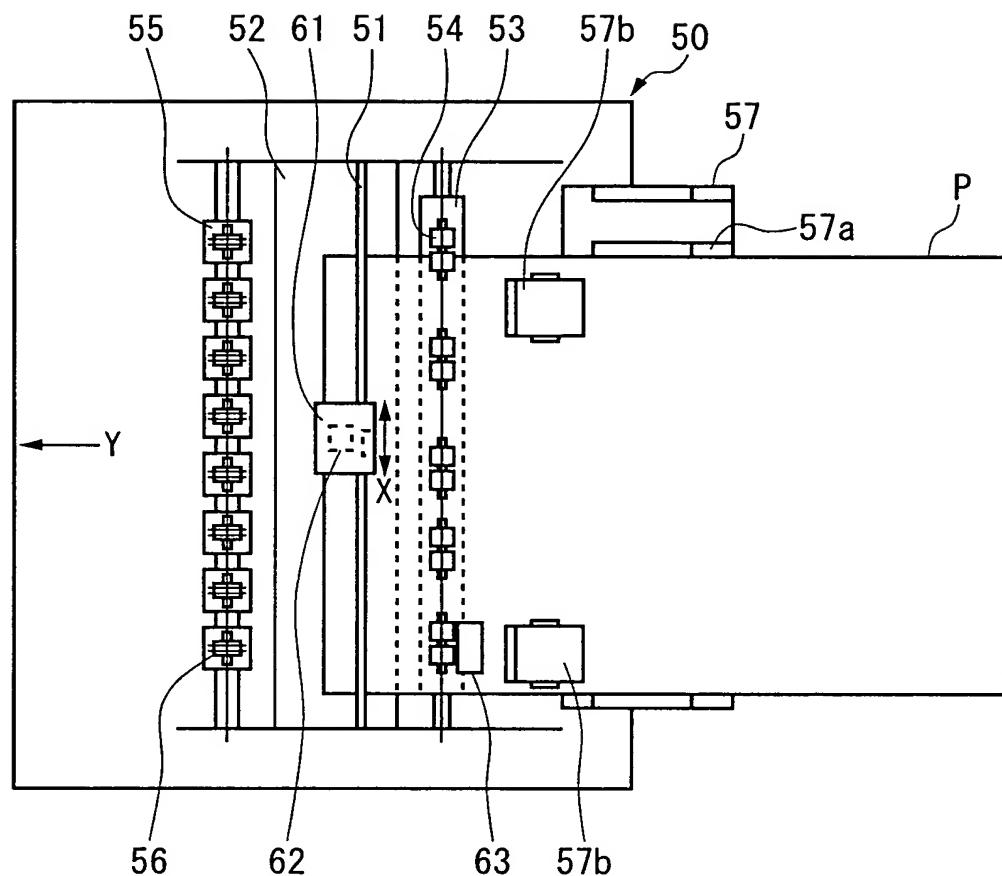


FIG. 1



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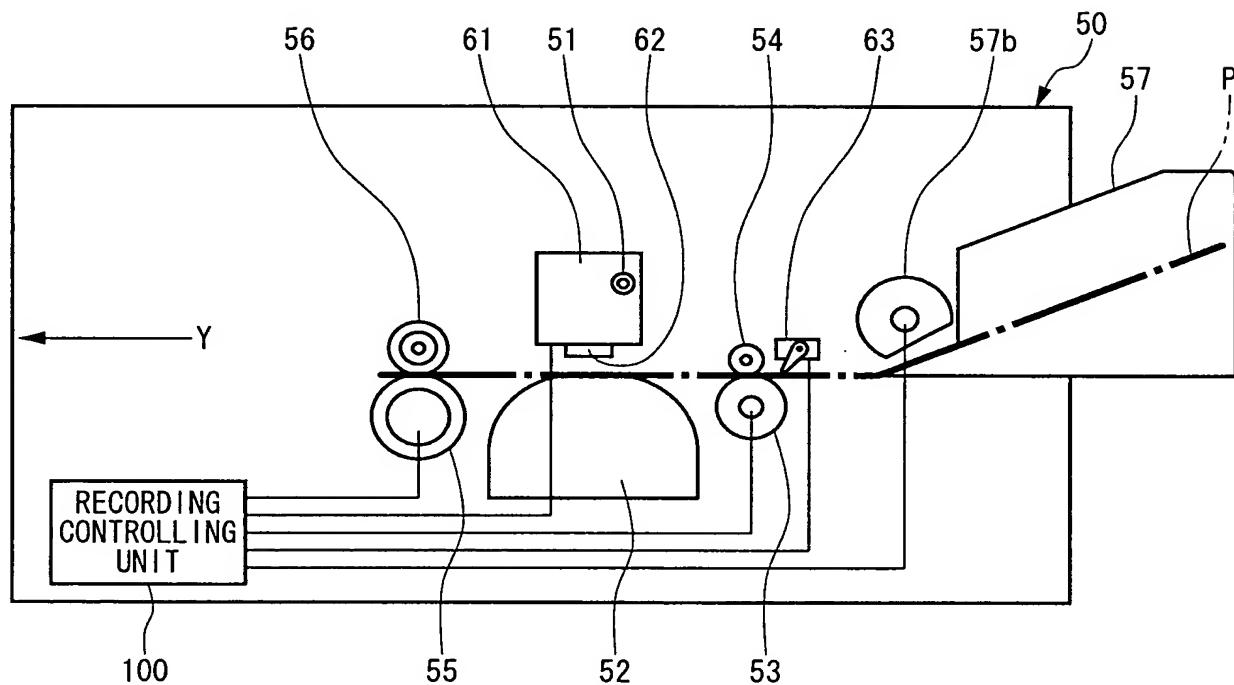
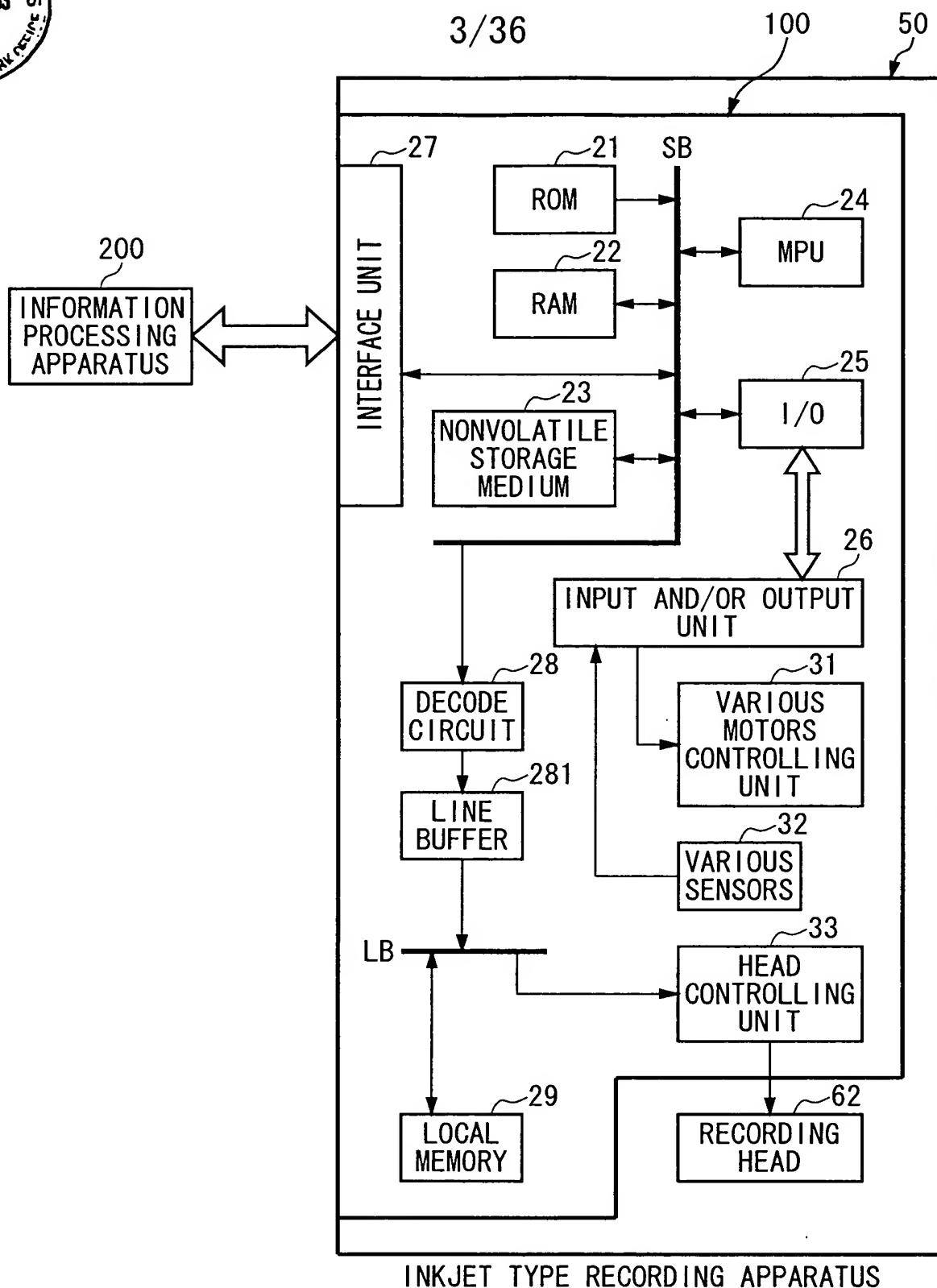


FIG. 2



INKJET TYPE RECORDING APPARATUS

FIG. 3

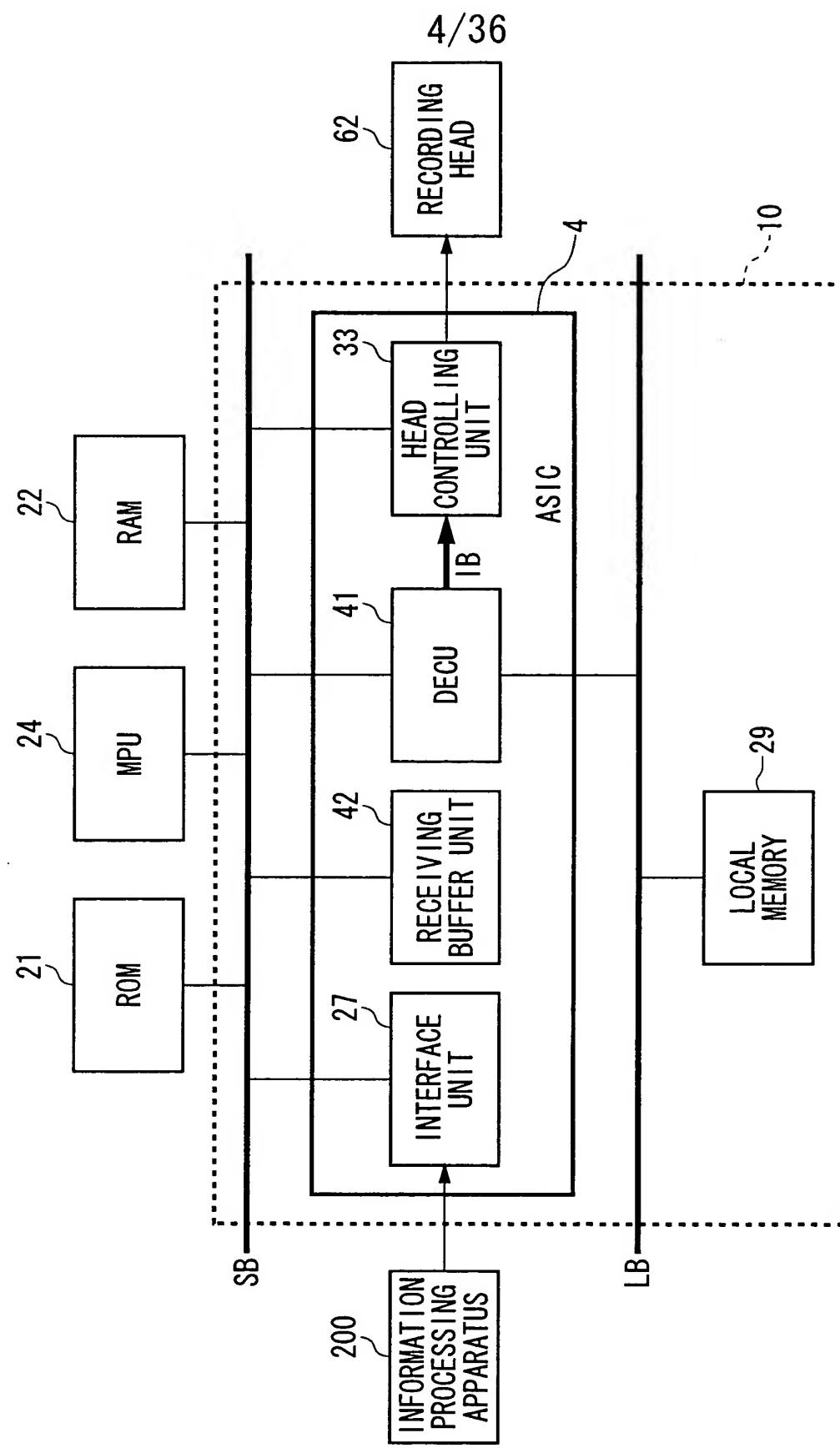


FIG. 4

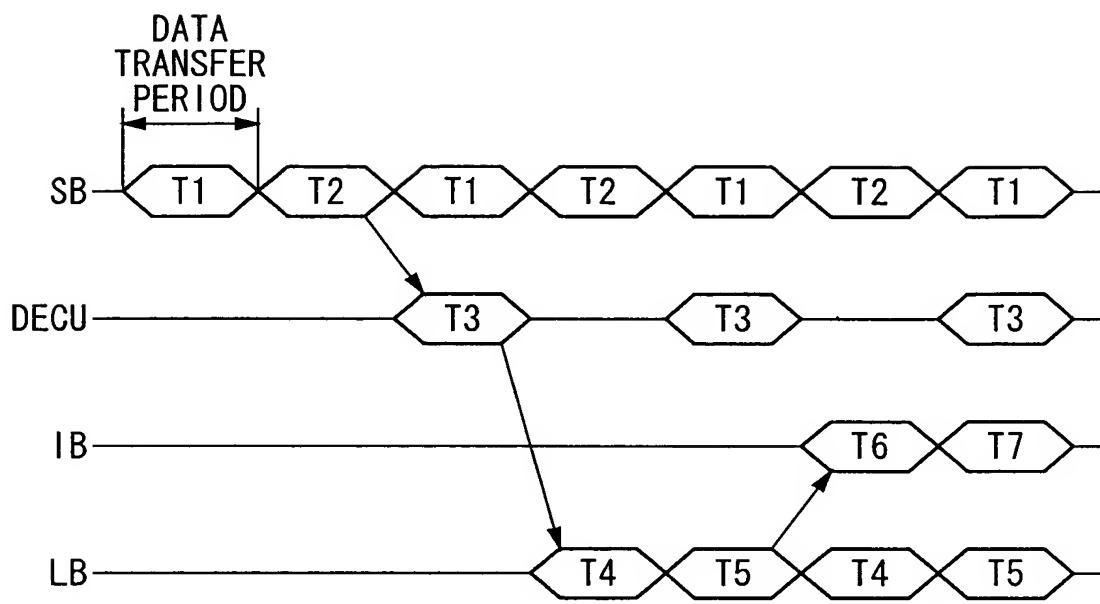


FIG. 5

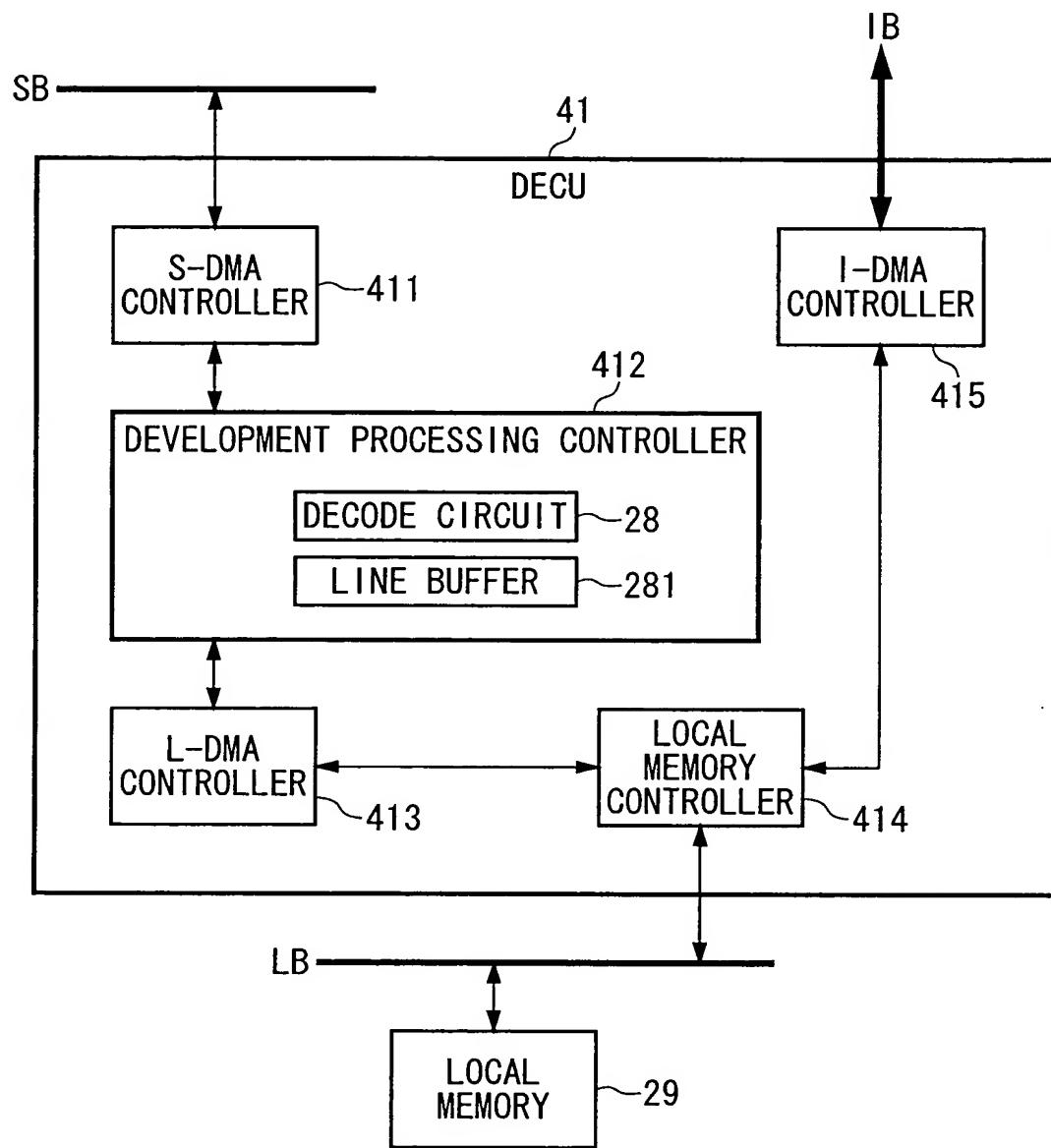
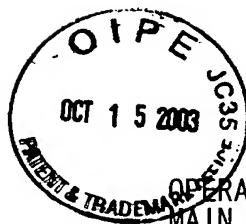


FIG. 6



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OPERATING CONDITION

MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
 LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
 NUMBER OF BYTES IN 1 LINE: 16 BYTES

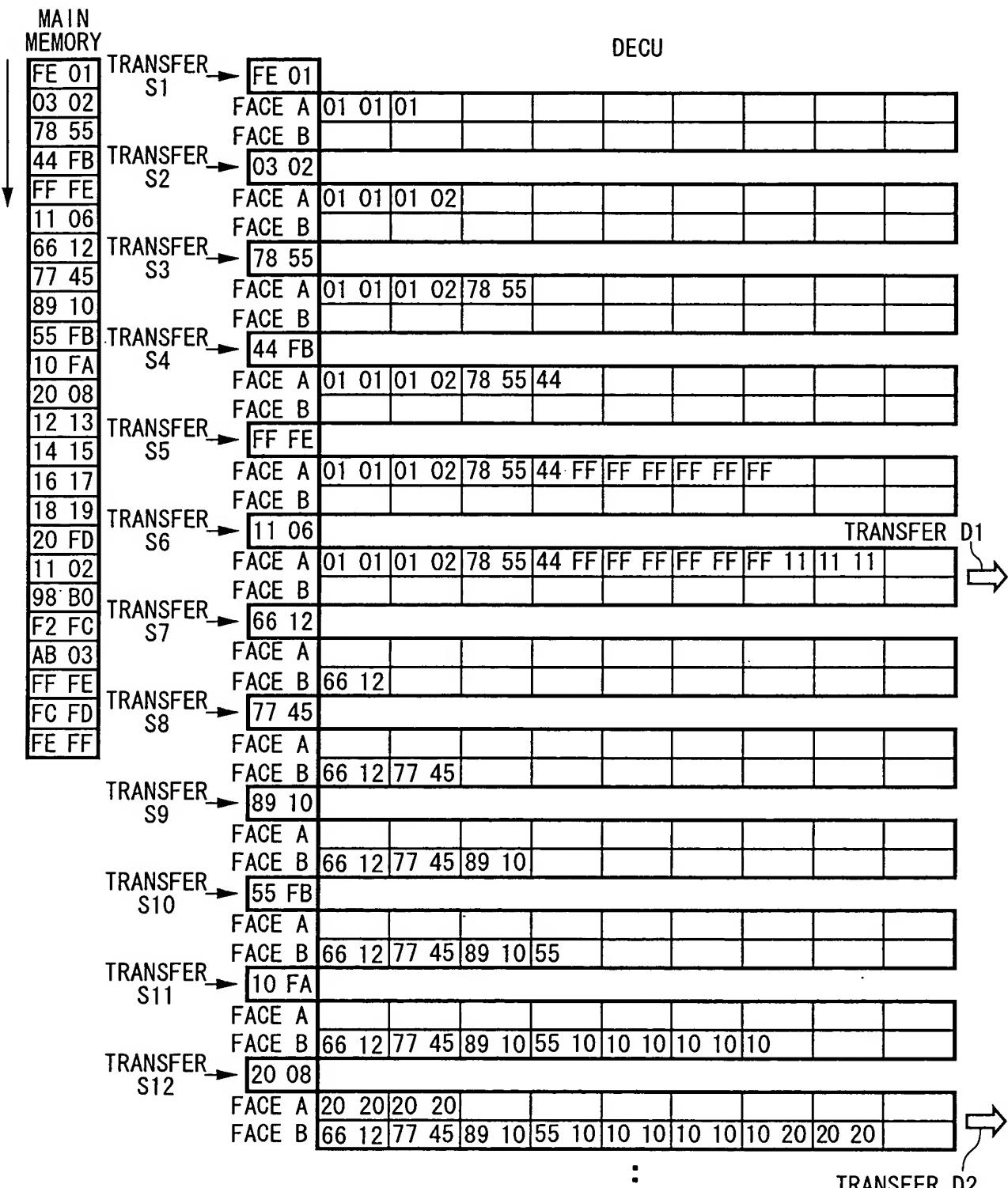


FIG. 7



DECU

TRANSFER S13 → **12 13**

TRANSFER S14 → **14 15**

TRANSFER S15 → **16 17**

TRANSFER S16 → **18 19**

TRANSFER S17 → **20 FD**

TRANSFER S18 → **11 02**

TRANSFER S19 → **98 B0**

TRANSFER S20 → **F2 FC**

TRANSFER S21 → **AB 03**

TRANSFER S22 → **FF FE**

TRANSFER S23 → **FC FD**

TRANSFER S24 → **FE FF**

DECU

⋮

FACE A	20	20	20	20	12	13							
FACE B													
FACE A	20	20	20	20	12	13	14	15	16	17			
FACE B													
FACE A	20	20	20	20	12	13	14	15	16	17	18	19	
FACE B													
FACE A	20	20	20	20	12	13	14	15	16	17	18	19	20
FACE B													
FACE A	20	20	20	20	12	13	14	15	16	17	18	19	20
FACE B	11												
FACE A													
FACE B	11	98	B0										
FACE A													
FACE B	11	98	B0	F2	AB	AB	AB	AB	AB	AB			
FACE A													
FACE B	11	98	B0	F2	AB	AB	AB	AB	AB	FF	FE	FC	FD
FACE A													
FACE B	11	98	B0	F2	AB	AB	AB	AB	AB	FF	FE	FC	FD
FACE A													
FACE B	11	98	B0	F2	AB	AB	AB	AB	AB	FF	FE	FC	FD

TRANSFER D3 →

TRANSFER D4 →



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SETTING CONDITION

NO VERTICAL LINE REARRANGEMENT

TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16 × 4)

NUMBER OF BYTES IN 1 LINE: 16 BYTES

NUMBER OF DEVELOPED LINES: 4 LINES

LOCAL MEMORY

FIG. 9A

D1→	01 01	01 02	78 55	44 FF
	FF FF	FF FF	FF 11	11 11
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00

FIG. 9B

D2→	01 01	01 02	78 55	44 FF
	FF FF	FF FF	FF 11	11 11
	66 12	77 45	89 10	55 10
	10 10	10 10	10 20	20 20
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00

FIG. 9C

D3→	01 01	01 02	78 55	44 FF
	FF FF	FF FF	FF 11	11 11
	66 12	77 45	89 10	55 10
	10 10	10 10	10 20	20 20
	20 20	20 20	12 13	14 15
	16 17	18 19	20 11	11 11
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00

FIG. 9D

D4→	01 01	01 02	78 55	44 FF
	FF FF	FF FF	FF 11	11 11
	66 12	77 45	89 10	55 10
	10 10	10 10	10 20	20 20
	20 20	20 20	12 13	14 15
	16 17	18 19	20 11	11 11
	11 98	B0 F2	AB AB	AB AB
	AB FF	FE FC	FD FF	FF FF



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SETTING CONDITION

VERTICAL LINE REARRANGEMENT PERFORMED

TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16×4)

NUMBER OF BYTES IN 1 LINE: 16 BYTES

NUMBER OF DEVELOPED LINES: 4 LINES

LOCAL MEMORY

D1↓

FIG. 10A

01 01	00 00	00 00	00 00	00 00	...	00 00
01 02	00 00	00 00	00 00	00 00	...	00 00
78 55	00 00	00 00	00 00	00 00	...	00 00
44 FF	00 00	00 00	00 00	00 00	...	00 00
FF FF	00 00	00 00	00 00	00 00	...	00 00
FF FF	00 00	00 00	00 00	00 00	...	00 00
FF 11	00 00	00 00	00 00	00 00	...	00 00
11 11	00 00	00 00	00 00	00 00	...	00 00

D2↓

FIG. 10B

01 01	66 12	00 00	00 00	00 00	...	00 00
01 02	77 45	00 00	00 00	00 00	...	00 00
78 55	89 10	00 00	00 00	00 00	...	00 00
44 FF	55 10	00 00	00 00	00 00	...	00 00
FF FF	10 10	00 00	00 00	00 00	...	00 00
FF FF	10 10	00 00	00 00	00 00	...	00 00
FF 11	10 20	00 00	00 00	00 00	...	00 00
11 11	20 20	00 00	00 00	00 00	...	00 00

D3↓

FIG. 10C

01 01	66 12	20 20	00 00	00 00	...	00 00
01 02	77 45	20 20	00 00	00 00	...	00 00
78 55	89 10	12 13	00 00	00 00	...	00 00
44 FF	55 10	14 15	00 00	00 00	...	00 00
FF FF	10 10	16 17	00 00	00 00	...	00 00
FF FF	10 10	18 19	00 00	00 00	...	00 00
FF 11	10 20	20 11	00 00	00 00	...	00 00
11 11	20 20	11 11	00 00	00 00	...	00 00

D4↓

FIG. 10D

01 01	66 12	20 20	11 98	00 00	...	00 00
01 02	77 45	20 20	B0 F2	00 00	...	00 00
78 55	89 10	12 13	AB AB	00 00	...	00 00
44 FF	55 10	14 15	AB AB	00 00	...	00 00
FF FF	10 10	16 17	AB FF	00 00	...	00 00
FF FF	10 10	18 19	FE FC	00 00	...	00 00
FF 11	10 20	20 11	FD FF	00 00	...	00 00
11 11	20 20	11 11	FF FF	00 00	...	00 00

OPERATING CONDITION

MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
 LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
 NUMBER OF 1 LINE BUFFER: 16 BYTES

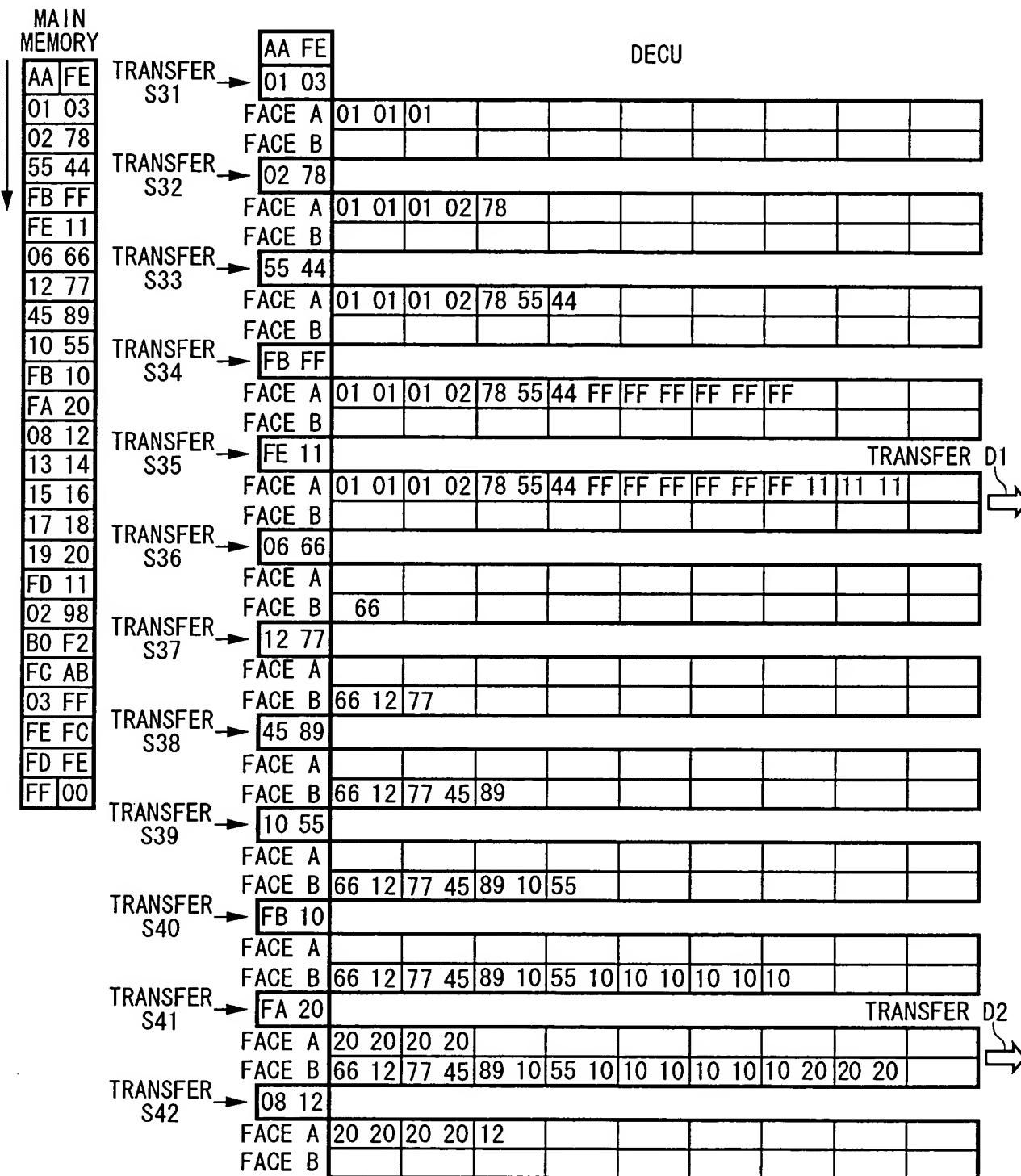


FIG. 11



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DECU

TRANSFER S43	13 14	FACE A	20 20 20 20 12 13 14							
TRANSFER S44	15 16	FACE A	20 20 20 20 12 13 14 15 16							
TRANSFER S45	17 18	FACE A	20 20 20 20 12 13 14 15 16 17 18							
TRANSFER S46	19 20	FACE A	20 20 20 20 12 13 14 15 16 17 18 19 20							
TRANSFER S47	FD 11	FACE A	20 20 20 20 12 13 14 15 16 17 18 19 20 11 11							
TRANSFER S48	02 98	FACE A								
TRANSFER S49	B0 F2	FACE A								
TRANSFER S50	FC AB	FACE A								
TRANSFER S51	03 FF	FACE A	11 98 B0 F2 AB AB AB AB AB							
TRANSFER S52	FE FC	FACE A	11 98 B0 F2 AB AB AB AB AB FF							
TRANSFER S53	FD FE	FACE A	11 98 B0 F2 AB AB AB AB AB FF FE FC							
TRANSFER S54	FF 00	FACE A	11 98 B0 F2 AB AB AB AB AB FF FE FC FD FF FF FF							
		FACE B	11 98 B0 F2 AB AB AB AB AB FF FE FC FD FF FF FF							

TRANSFER
D3

TRANSFER
D4

FIG. 12

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OPERATING CONDITION

MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS

LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS

NUMBER OF 1 LINE BUFFER: 15 BYTES

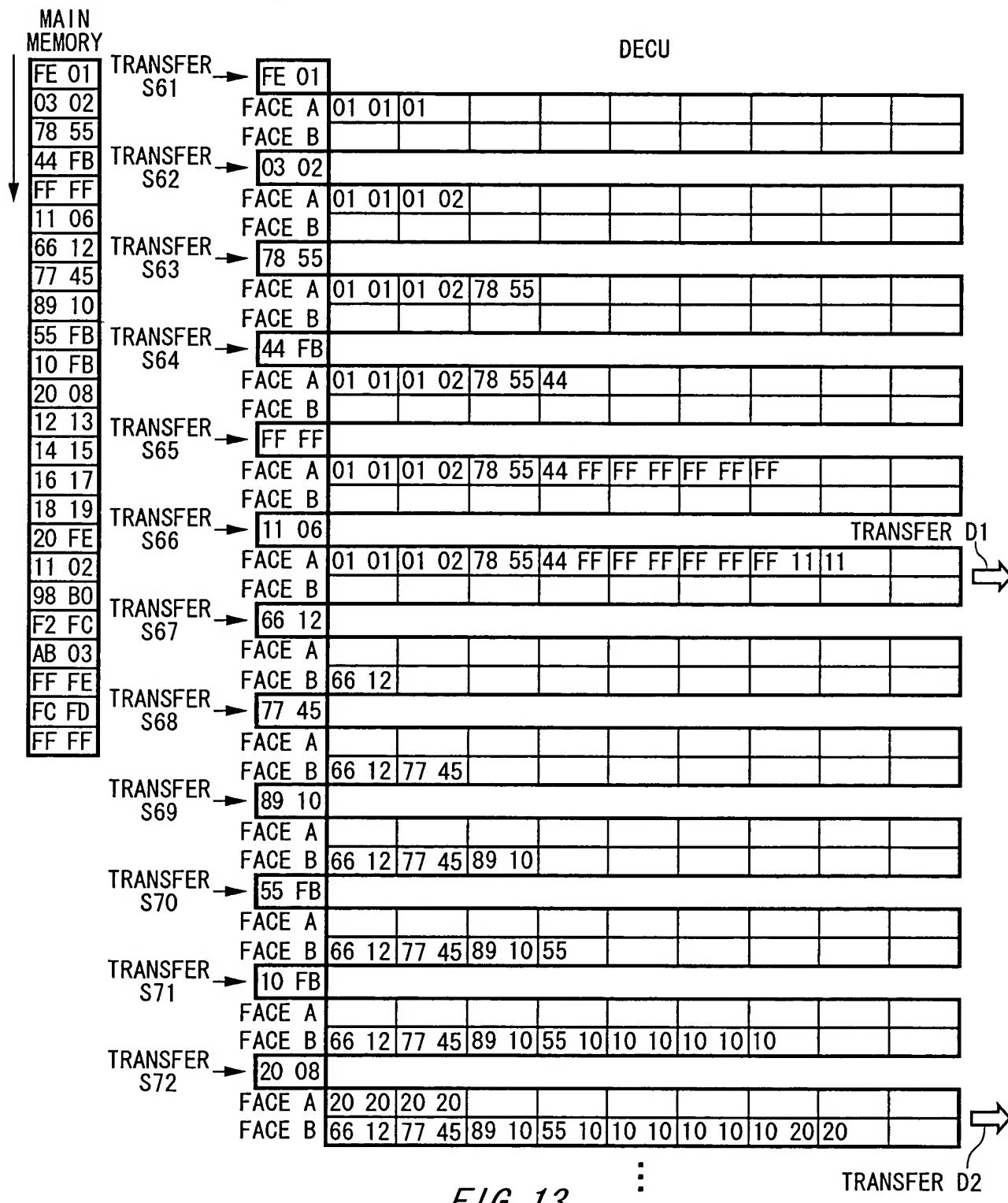


FIG. 13



DECU

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TRANSFER
D3

TRANSFER
D4

FIG. 14



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SETTING CONDITION

VERTICAL LINE REARRANGEMENT PERFORMED

TOTAL NUMBER OF DEVELOPED BYTES: 60 BYTES (15 × 4)

NUMBER OF BYTES IN 1 LINE: 15 BYTES

NUMBER OF DEVELOPED LINES: 4 LINES

LOCAL MEMORY

D1 ↓

FIG. 15A

01 01	00 00	00 00	00 00	...	00 00
01 02	00 00	00 00	00 00	...	00 00
78 55	00 00	00 00	00 00	...	00 00
44 FF	00 00	00 00	00 00	...	00 00
FF FF	00 00	00 00	00 00	...	00 00
FF FF	00 00	00 00	00 00	...	00 00
FF 11	00 00	00 00	00 00	...	00 00
11 00	00 00	00 00	00 00	...	00 00

D2 ↓

FIG. 15B

01 01	66 12	00 00	00 00	...	00 00
01 02	77 45	00 00	00 00	...	00 00
78 55	89 10	00 00	00 00	...	00 00
44 FF	55 10	00 00	00 00	...	00 00
FF FF	10 10	00 00	00 00	...	00 00
FF FF	10 10	00 00	00 00	...	00 00
FF 11	10 20	00 00	00 00	...	00 00
11 00	20 00	00 00	00 00	...	00 00

D3 ↓

FIG. 15C

01 01	66 12	20 20	00 00	...	00 00
01 02	77 45	20 20	00 00	...	00 00
78 55	89 10	12 13	00 00	...	00 00
44 FF	55 10	14 15	00 00	...	00 00
FF FF	10 10	16 17	00 00	...	00 00
FF FF	10 10	18 19	00 00	...	00 00
FF 11	10 20	20 11	00 00	...	00 00
11 00	20 00	11 00	00 00	...	00 00

D4 ↓

FIG. 15D

01 01	66 12	20 20	11 98	...	00 00
01 02	77 45	20 20	B0 F2	...	00 00
78 55	89 10	12 13	AB AB	...	00 00
44 FF	55 10	14 15	AB AB	...	00 00
FF FF	10 10	16 17	AB FF	...	00 00
FF FF	10 10	18 19	FE FC	...	00 00
FF 11	10 20	20 11	FD FF	...	00 00
11 00	20 00	11 00	FF 00	...	00 00



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SETTING CONDITION

NO VERTICAL LINE REARRANGEMENT

TOTAL NUMBER OF DEVELOPED BYTES: 60 BYTES (15 × 4)

NUMBER OF BYTES IN 1 LINE: 15 BYTES

NUMBER OF DEVELOPED LINES: 4 LINES

LOCAL MEMORY

FIG. 16A

D1 →

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 16B

D2 →

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 00
66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 16C

D3 →

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 00
66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 00
20 20	20 20	12 13	14 15
16 17	18 19	20 11	11 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 16D

D4 →

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 00
66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 00
20 20	20 20	12 13	14 15
16 17	18 19	20 11	11 00
11 98	B0 F2	AB AB	AB AB
AB FF	FE FC	FD FF	FF 00



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OPERATING CONDITION

MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
 LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
 NUMBER OF 1 LINE BUFFER: 15 BYTES

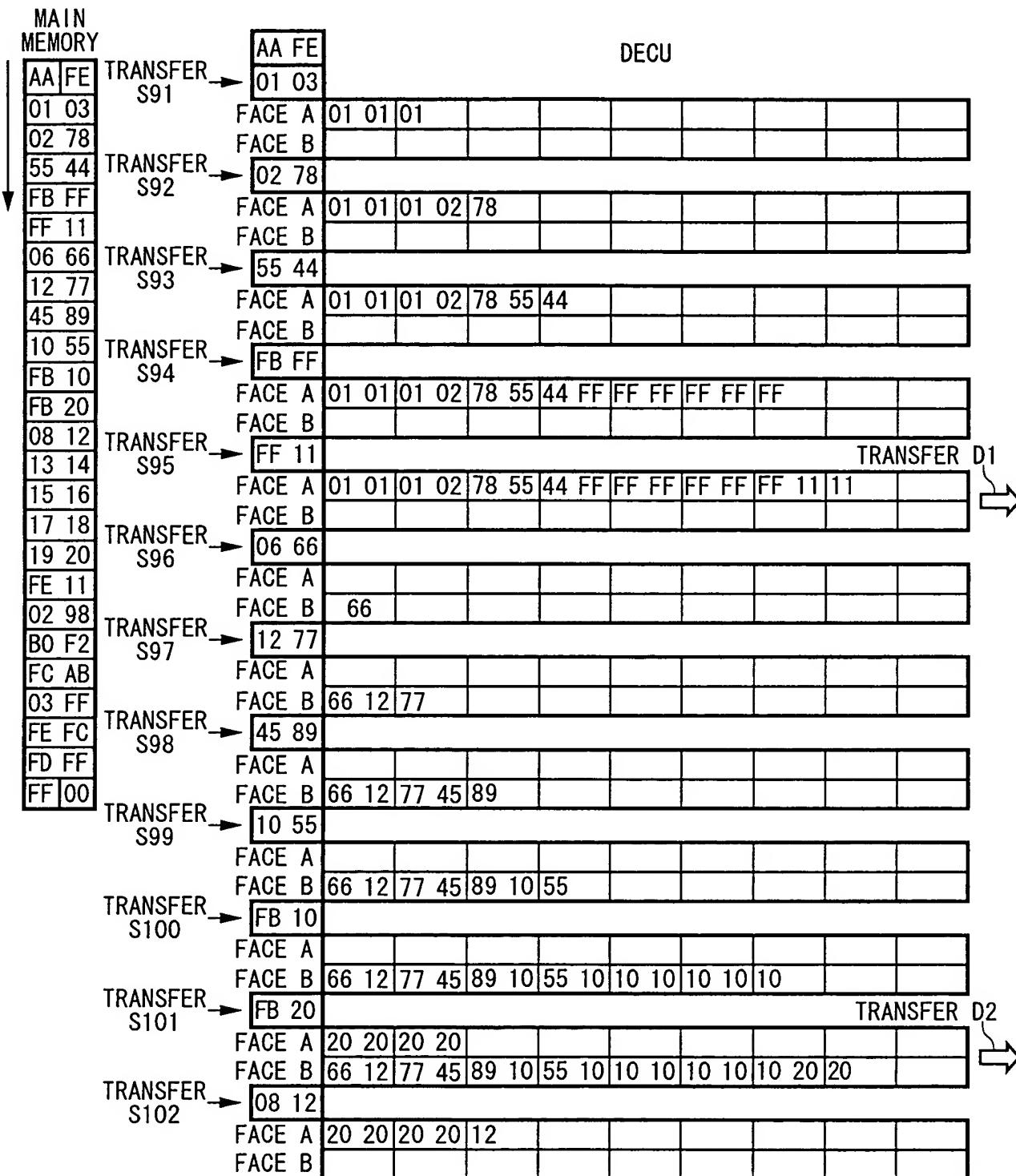


FIG. 17

DECU

:

TRANSFER S103	13 14	20 20 20 20 12 13 14								
TRANSFER S104	15 16	20 20 20 20 12 13 14 15 16								
TRANSFER S105	17 18	20 20 20 20 12 13 14 15 16 17 18								
TRANSFER S106	19 20	20 20 20 20 12 13 14 15 16 17 18 19 20								
TRANSFER S107	FE 11	20 20 20 20 12 13 14 15 16 17 18 19 20 11								
TRANSFER S108	02 98	11								
TRANSFER S109	B0 F2	11 98								
TRANSFER S110	FC AB	11 98 B0 F2								
TRANSFER S111	03 FF	11 98 B0 F2 AB AB AB AB AB								
TRANSFER S112	FE FC	11 98 B0 F2 AB AB AB AB AB FF								
TRANSFER S113	FD FF	11 98 B0 F2 AB AB AB AB AB FF FE FC FD								
TRANSFER S114	FF 00	11 98 B0 F2 AB AB AB AB AB FF FE FC FD FF FF								

TRANSFER
D3

TRANSFER
D4

FIG. 18

OPERATING CONDITION

MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
 LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
 NUMBER OF 1 LINE BUFFER: 16 BYTES

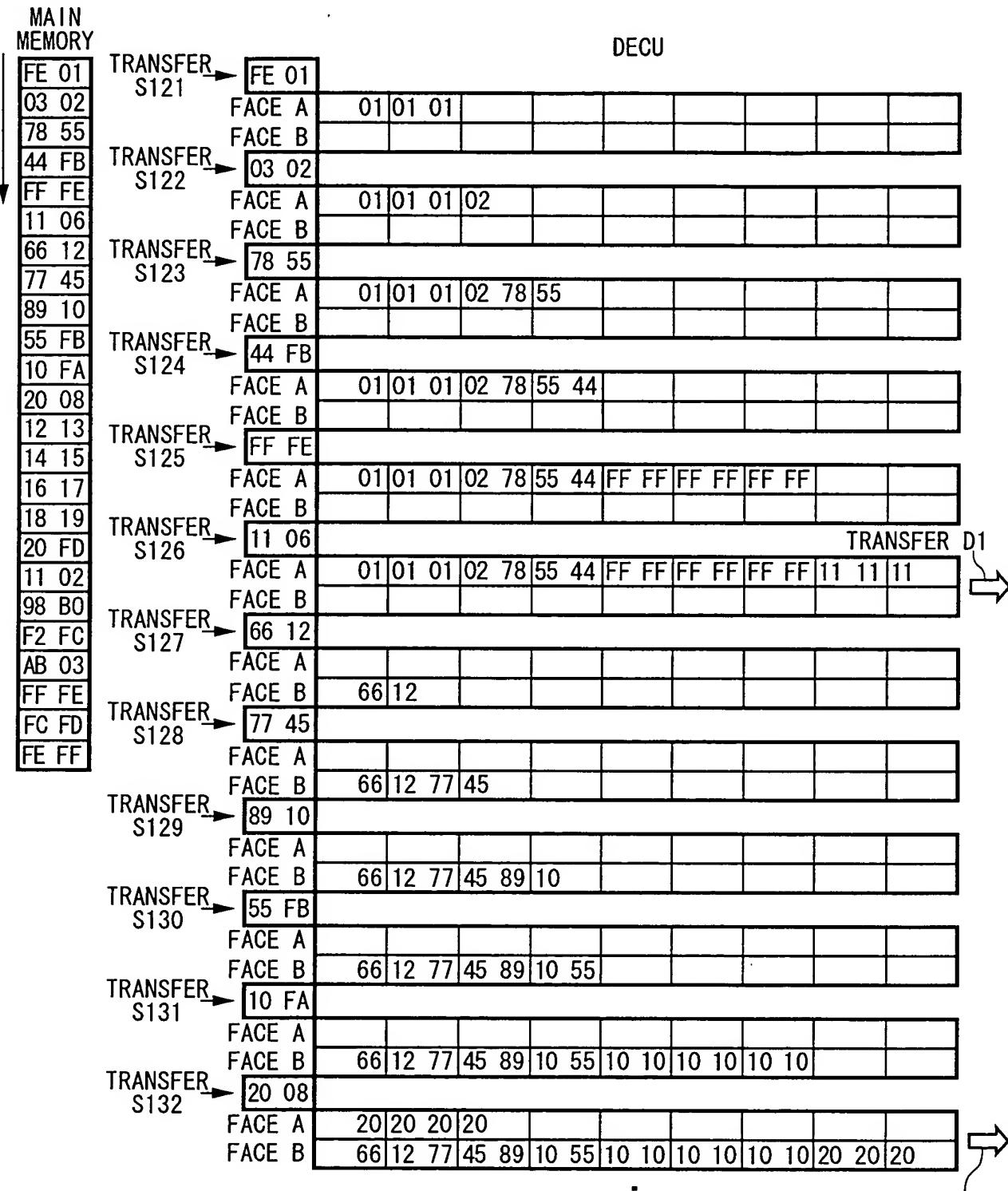


FIG. 19

TRANSFER D2



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DECU

TRANSFER S133	12 13	FACE A	20 20 20 20 12 13						
TRANSFER S134	14 15	FACE A	20 20 20 20 12 13 14 15						
TRANSFER S135	16 17	FACE A	20 20 20 20 12 13 14 15 16 17						
TRANSFER S136	18 19	FACE A	20 20 20 20 12 13 14 15 16 17 18 19						
TRANSFER S137	20 FD	FACE A	20 20 20 20 12 13 14 15 16 17 18 19 20						
TRANSFER S138	11 02	FACE A	20 20 20 20 12 13 14 15 16 17 18 19 20 11 11 11						
TRANSFER S139	98 B0	FACE A							
TRANSFER S140	F2 FC	FACE A							
TRANSFER S141	AB 03	FACE A							
TRANSFER S142	FF FE	FACE A							
TRANSFER S143	FC FD	FACE A							
TRANSFER S144	FE FF	FACE A							
		FACE B	11 98 B0 F2 AB AB AB AB FF FE						
		FACE B	11 98 B0 F2 AB AB AB AB FF FE FC FD FF FF FF						

TRANSFER
D3

TRANSFER
D4

FIG. 20

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SETTING CONDITION

VERTICAL LINE REARRANGEMENT PERFORMANCE

TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16×4)

NUMBER OF BYTES IN 1 LINE: 16 BYTE

NUMBER OF DEVELOPED LINES: 4 LINE

FIG. 21A

LOCAL MEMORY							
D1	↓	00	01	00	00	00	00
00		01	00	00	00	00	00
01		01	00	00	00	00	00
02		78	00	00	00	00	00
55		44	00	00	00	00	00
FF		FF	00	00	00	00	00
FF		FF	00	00	00	00	00
FF		FF	00	00	00	00	00
11		11	00	00	00	00	00
11		00	00	00	00	00	00

FIG. 21B

00	01	00	66	00	00	00	00	00	00
01	01	12	77	00	00	00	00	00	00
02	78	45	89	00	00	00	00	00	00
55	44	10	55	00	00	00	00	00	00
FF	FF	10	10	00	00	00	00	00	00
FF	FF	10	10	00	00	00	00	00	00
FF	FF	10	10	00	00	00	00	00	00
11	11	20	20	00	00	00	00	00	00
11	00	20	00	00	00	00	00	00	00

FIG. 21C

00	01	00	66	00	20	00	00	...	00	00
01	01	12	77	20	20	00	00	...	00	00
02	78	45	89	20	12	00	00	...	00	00
55	44	10	55	13	14	00	00	...	00	00
FF	FF	10	10	15	16	00	00	...	00	00
FF	FF	10	10	17	18	00	00	...	00	00
FF	FF	10	10	19	20	00	00	...	00	00
11	11	20	20	11	11	00	00	...	00	00
11	00	20	00	11	00	00	00	...	00	00

FIG. 21D

00	01	00	66	00	20	00	11	...	00	00
01	01	12	77	20	20	98	B0	...	00	00
02	78	45	89	20	12	F2	AB	...	00	00
55	44	10	55	13	14	AB	AB	...	00	00
FF	FF	10	10	15	16	AB	AB	...	00	00
FF	FF	10	10	17	18	FF	FE	...	00	00
FF	FF	10	10	19	20	FC	FD	...	00	00
11	11	20	20	11	11	FF	FF	...	00	00
11	00	20	00	11	00	FE	00	...	00	00



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OPERATING CONDITION

MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
 LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
 NUMBER OF 1 LINE BUFFER: 15 BYTES

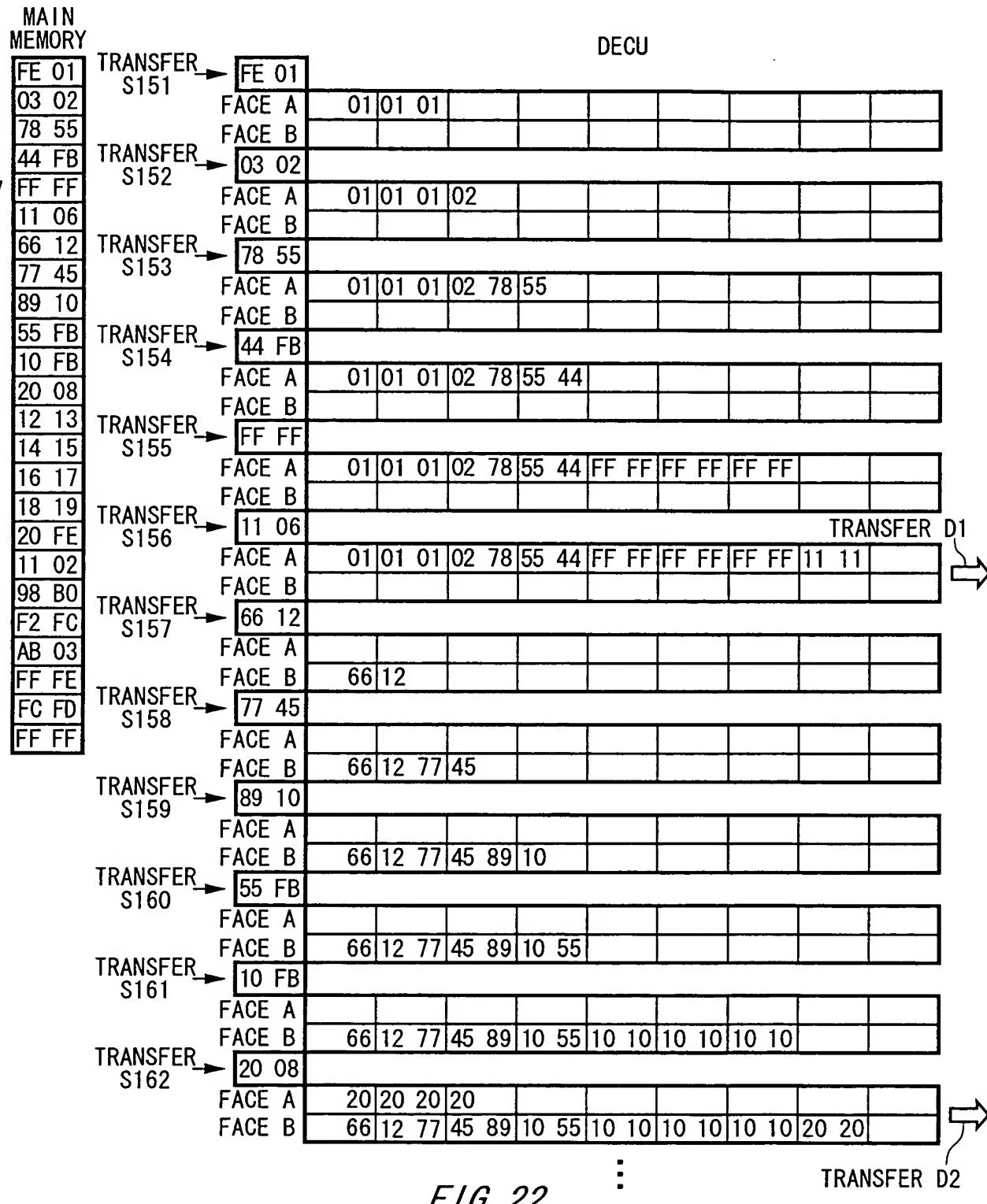


FIG. 22



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DECU

TRANSFER S163	12 13	FACE A	20 20 20 20 12 13	...						
TRANSFER S164	14 15	FACE A	20 20 20 20 12 13 14 15							
TRANSFER S165	16 17	FACE A	20 20 20 20 12 13 14 15 16 17							
TRANSFER S166	18 19	FACE A	20 20 20 20 12 13 14 15 16 17 18 19							
TRANSFER S167	20 FE	FACE A	20 20 20 20 12 13 14 15 16 17 18 19 20							
TRANSFER S168	11 02	FACE A	20 20 20 20 12 13 14 15 16 17 18 19 20 11 11							
TRANSFER S169	98 B0	FACE A								
TRANSFER S170	F2 FC	FACE A								
TRANSFER S171	AB 03	FACE A								
TRANSFER S172	FF FE	FACE A	11 98 B0 F2 AB AB AB AB							
TRANSFER S173	FC FD	FACE A	11 98 B0 F2 AB AB AB AB FF FE							
TRANSFER S174	FE FF	FACE A	11 98 B0 F2 AB AB AB AB FF FE FC FD FD FF							

TRANSFER
D3

TRANSFER
D4

FIG. 23



SETTING CONDITION
 VERTICAL LINE REARRANGEMENT PERFORMED
 TOTAL NUMBER OF DEVELOPED BYTES: 60 BYTES (15×4)
 NUMBER OF BYTES IN 1 LINE: 15 BYTES
 NUMBER OF DEVELOPED LINES: 4 LINES

LOCAL MEMORY

D1 ↓	00 01 00 00 00 00 00 00	...	00 00
	01 01 00 00 00 00 00 00	...	00 00
	02 78 00 00 00 00 00 00	...	00 00
	55 44 00 00 00 00 00 00	...	00 00
	FF FF 00 00 00 00 00 00	...	00 00
	FF FF 00 00 00 00 00 00	...	00 00
	FF FF 00 00 00 00 00 00	...	00 00
	11 11 00 00 00 00 00 00	...	00 00

FIG. 24A

D2 ↓	00 01 00 66 00 00 00 00	...	00 00
	01 01 12 77 00 00 00 00	...	00 00
	02 78 45 89 00 00 00 00	...	00 00
	55 44 10 55 00 00 00 00	...	00 00
	FF FF 10 10 00 00 00 00	...	00 00
	FF FF 10 10 00 00 00 00	...	00 00
	FF FF 10 10 00 00 00 00	...	00 00
	11 11 20 20 00 00 00 00	...	00 00

FIG. 24B

D3 ↓	00 01 00 66 00 20 00 00	...	00 00
	01 01 12 77 20 20 00 00	...	00 00
	02 78 45 89 20 12 00 00	...	00 00
	55 44 10 55 13 14 00 00	...	00 00
	FF FF 10 10 15 16 00 00	...	00 00
	FF FF 10 10 17 18 00 00	...	00 00
	FF FF 10 10 19 20 00 00	...	00 00
	11 11 20 20 11 11 00 00	...	00 00

FIG. 24C

D4 ↓	00 01 00 66 00 20 00 11	...	00 00
	01 01 12 77 20 20 98 B0	...	00 00
	02 78 45 89 20 12 F2 AB	...	00 00
	55 44 10 55 13 14 AB AB	...	00 00
	FF FF 10 10 15 16 AB AB	...	00 00
	FF FF 10 10 17 18 FF FE	...	00 00
	FF FF 10 10 19 20 FC FD	...	00 00
	11 11 20 20 11 11 FF FF	...	00 00

FIG. 24D

OCT 15 2003
JC35
TRADEMARK PENT

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OPERATING CONDITION

MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
NUMBER OF 1 LINE BUFFER: 16 BYTES

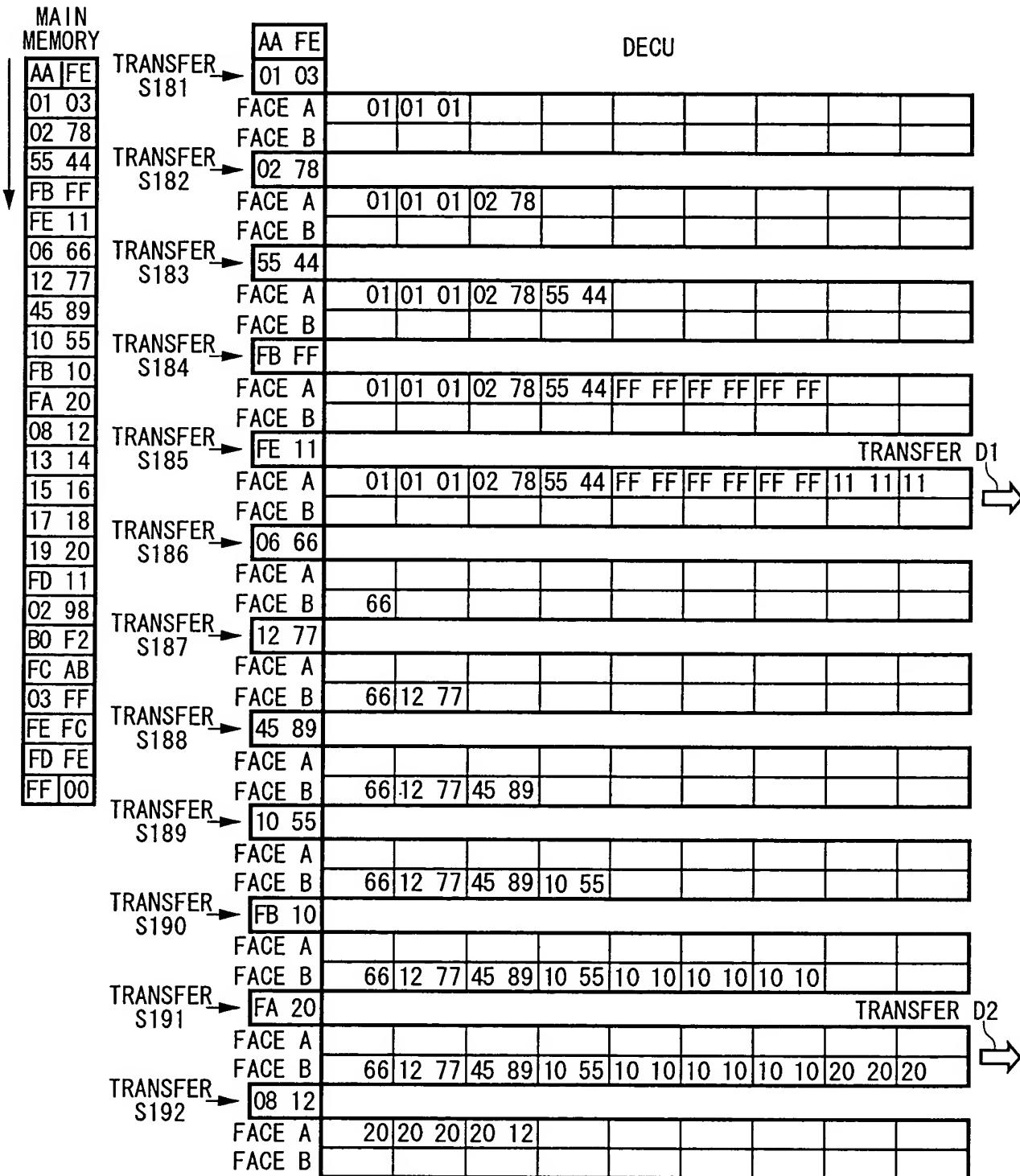


FIG. 25



DECU

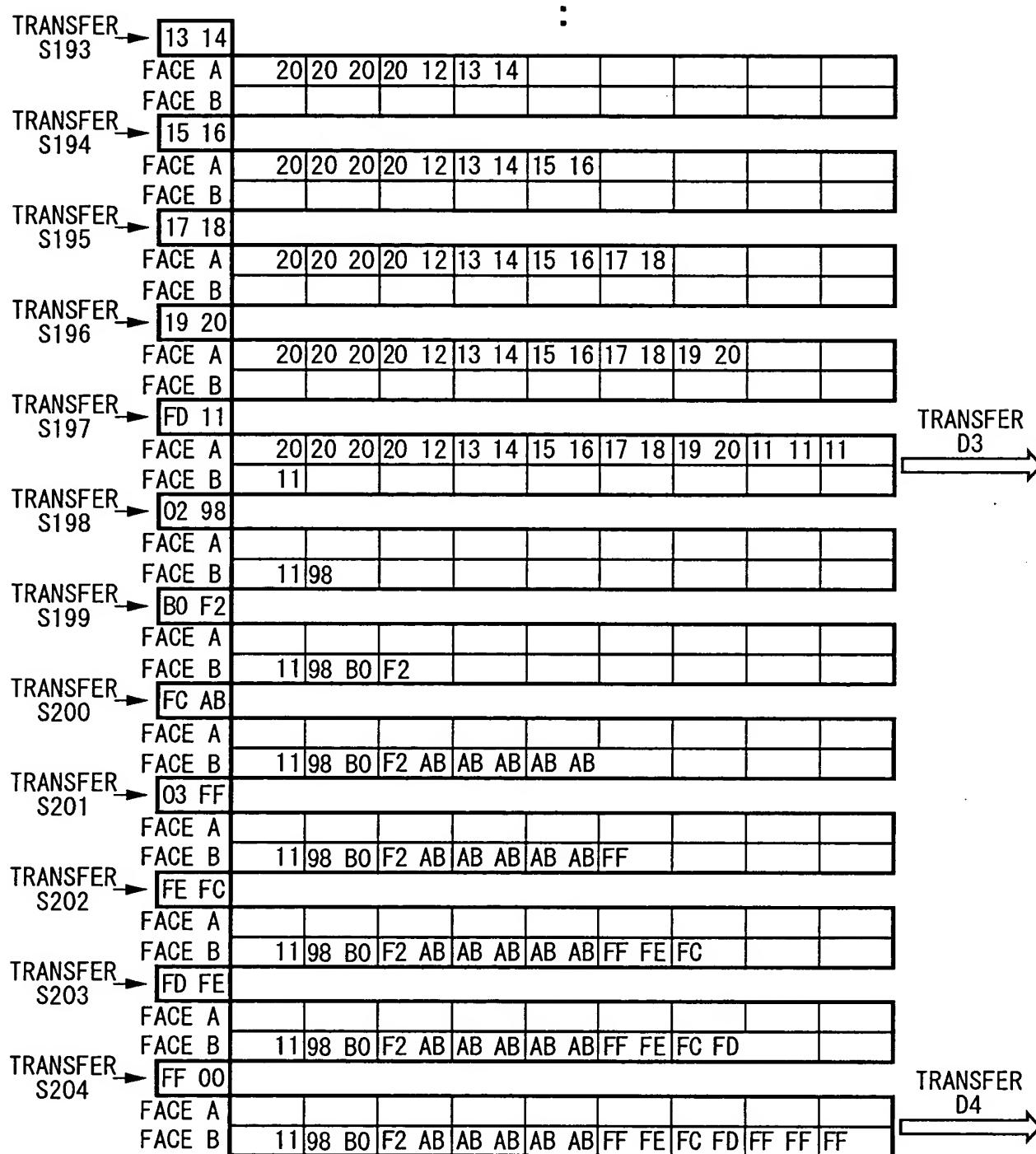


FIG. 26

OPERATING CONDITION

MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
 LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
 NUMBER OF 1 LINE BUFFER: 15 BYTES

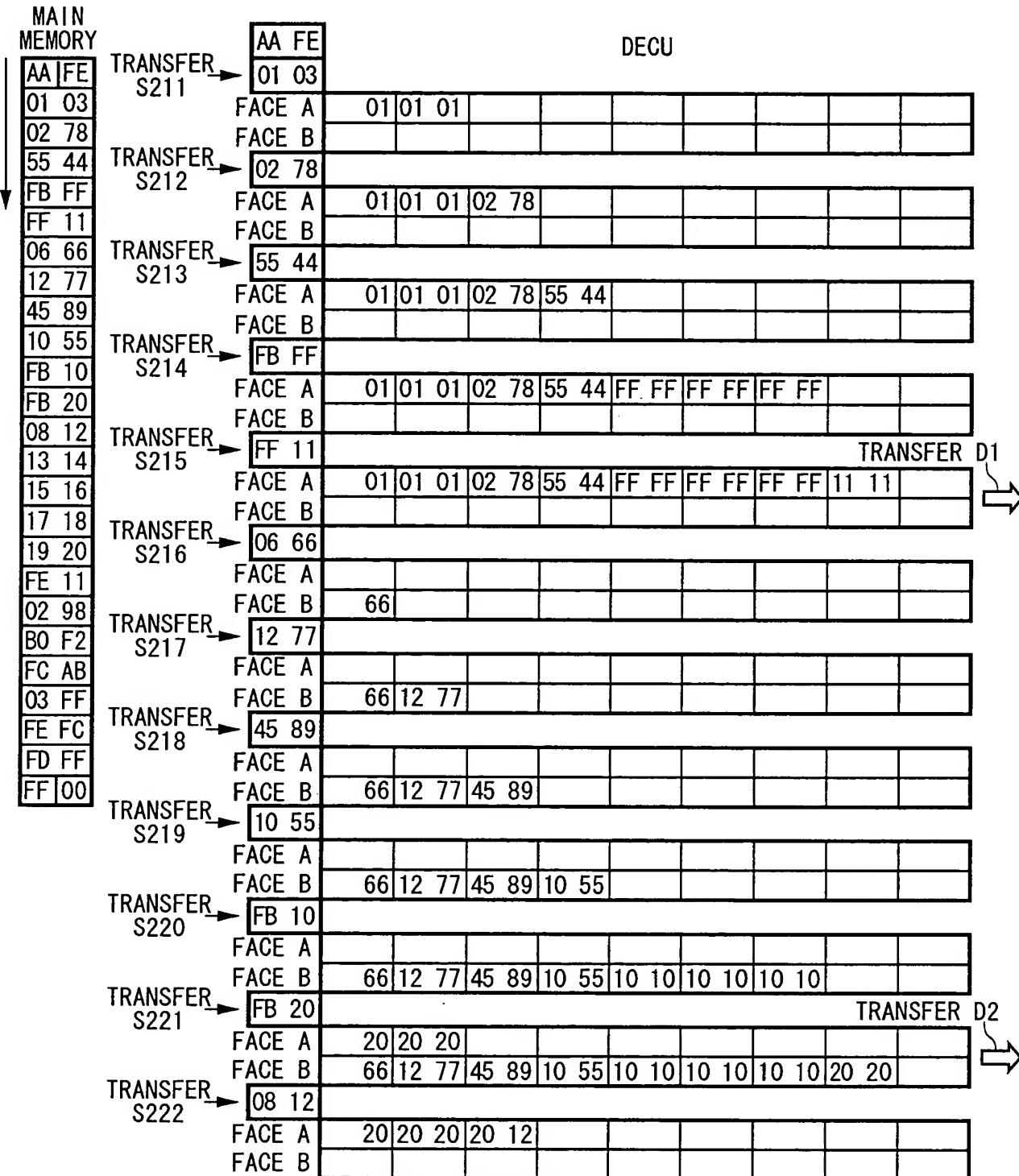


FIG. 27

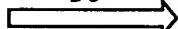


DECU

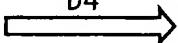
⋮

TRANSFER S223	13 14	20 20 20 20 12 13 14						
	FACE A							
	FACE B							
TRANSFER S224	15 16							
	FACE A	20 20 20 20 12 13 14 15 16						
	FACE B							
TRANSFER S225	17 18							
	FACE A	20 20 20 20 12 13 14 15 16 17 18						
	FACE B							
TRANSFER S226	19 20							
	FACE A	20 20 20 20 12 13 14 15 16 17 18 19 20						
	FACE B							
TRANSFER S227	FE 11							
	FACE A	20 20 20 20 12 13 14 15 16 17 18 19 20 11 11						
	FACE B	11						
TRANSFER S228	02 98							
	FACE A							
	FACE B	11 98						
TRANSFER S229	B0 F2							
	FACE A							
	FACE B	11 98 B0 F2						
TRANSFER S230	FC AB							
	FACE A							
	FACE B	11 98 B0 F2 AB AB AB AB AB AB						
TRANSFER S231	03 FF							
	FACE A							
	FACE B	11 98 B0 F2 AB AB AB AB AB AB FF						
TRANSFER S232	FE FC							
	FACE A							
	FACE B	11 98 B0 F2 AB AB AB AB AB AB FF FE FC						
TRANSFER S233	FD FF							
	FACE A							
	FACE B	11 98 B0 F2 AB AB AB AB AB AB FF FE FC FD						
TRANSFER S234	FF 00							
	FACE A							
	FACE B	11 98 B0 F2 AB AB AB AB AB AB FF FE FC FD FF FF						

TRANSFER
D3



TRANSFER
D4





SETTING CONDITION
 VERTICAL LINE REARRANGEMENT PERFORMED
 TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16 × 4)
 NUMBER OF BYTES IN 1 LINE: 16 BYTES
 NUMBER OF DEVELOPED LINES: 4 LINES

LOCAL MEMORY

D1 ↓	IMAGE 1							
01 01	00 00	00 00	00 00	00 00	...	00 00	...	00 00
01 02	00 00	00 00	00 00	00 00	...	00 00	...	00 00
78 55	00 00	00 00	00 00	00 00	...	00 00	...	00 00
44 FF	00 00	00 00	00 00	00 00	...	00 00	...	00 00
FF FF	00 00	00 00	00 00	00 00	...	00 00	...	00 00
FF FF	00 00	00 00	00 00	00 00	...	00 00	...	00 00
FF 11	00 00	00 00	00 00	00 00	...	00 00	...	00 00
11 11	00 00	00 00	00 00	00 00	...	00 00	...	00 00

FIG. 29A

D2 ↓	IMAGE 2							
66 12	00 00	00 00	00 00	00 00	...	00 00	...	00 00
77 45	00 00	00 00	00 00	00 00	...	00 00	...	00 00
89 10	00 00	00 00	00 00	00 00	...	00 00	...	00 00
55 10	00 00	00 00	00 00	00 00	...	00 00	...	00 00
10 10	00 00	00 00	00 00	00 00	...	00 00	...	00 00
10 10	00 00	00 00	00 00	00 00	...	00 00	...	00 00
10 20	00 00	00 00	00 00	00 00	...	00 00	...	00 00
20 20	00 00	00 00	00 00	00 00	...	00 00	...	00 00

FIG. 29B

D3 ↓	IMAGE 1							
01 01	20 20	00 00	00 00	00 00	...	00 00	...	00 00
01 02	20 20	00 00	00 00	00 00	...	00 00	...	00 00
78 55	12 13	00 00	00 00	00 00	...	00 00	...	00 00
44 FF	14 15	00 00	00 00	00 00	...	00 00	...	00 00
FF FF	16 17	00 00	00 00	00 00	...	00 00	...	00 00
FF FF	18 19	00 00	00 00	00 00	...	00 00	...	00 00
FF 11	20 11	00 00	00 00	00 00	...	00 00	...	00 00
11 11	11 11	00 00	00 00	00 00	...	00 00	...	00 00

FIG. 29C

D4 ↓	IMAGE 2							
66 12	11 98	00 00	00 00	00 00	...	00 00	...	00 00
77 45	B0 F2	00 00	00 00	00 00	...	00 00	...	00 00
89 10	AB AB	00 00	00 00	00 00	...	00 00	...	00 00
55 10	AB AB	00 00	00 00	00 00	...	00 00	...	00 00
10 10	AB FF	00 00	00 00	00 00	...	00 00	...	00 00
10 10	FE FC	00 00	00 00	00 00	...	00 00	...	00 00
10 20	FD FF	00 00	00 00	00 00	...	00 00	...	00 00
20 20	FF FF	00 00	00 00	00 00	...	00 00	...	00 00

FIG. 29D



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SETTING CONDITION

NO VERTICAL LINE REARRANGEMENT

TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16 × 4)

NUMBER OF BYTES IN 1 LINE: 16 BYTES

NUMBER OF DEVELOPED LINES: 4 LINES

LOCAL MEMORY

IMAGE 1

FIG. 30A

D1→

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 11
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

IMAGE 2

FIG. 30B

D2→

66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 20
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

IMAGE 1

FIG. 30C

D3→

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 11
20 20	20 20	12 13	14 15
16 17	18 19	20 11	11 11
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

IMAGE 2

FIG. 30D

D4→

66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 20
11 98	B0 F2	AB AB	AB AB
AB FF	FE FC	FD FF	FF FF
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00



SETTING CONDITION

VERTICAL LINE REARRANGEMENT PERFORMED

TOTAL NUMBER OF DEVELOPED BYTES: 60 BYTES (15×4)

NUMBER OF BYTES IN 1 LINES: 15 BYTES

NUMBER OF DEVELOPED LINES: 4 LINES

LOCAL MEMORY

D1 ↓	IMAGE 1				...
01 01	00 00	00 00	00 00	00 00	...
01 02	00 00	00 00	00 00	00 00	...
78 55	00 00	00 00	00 00	00 00	...
44 FF	00 00	00 00	00 00	00 00	...
FF FF	00 00	00 00	00 00	00 00	...
FF FF	00 00	00 00	00 00	00 00	...
FF 11	00 00	00 00	00 00	00 00	...
11 00	00 00	00 00	00 00	00 00	...

FIG. 31A

D2 ↓	IMAGE 2				...
66 12	00 00	00 00	00 00	00 00	...
77 45	00 00	00 00	00 00	00 00	...
89 10	00 00	00 00	00 00	00 00	...
55 10	00 00	00 00	00 00	00 00	...
10 10	00 00	00 00	00 00	00 00	...
10 10	00 00	00 00	00 00	00 00	...
10 20	00 00	00 00	00 00	00 00	...
20 00	00 00	00 00	00 00	00 00	...

FIG. 31B

D3 ↓	IMAGE 1				...
01 01	20 20	00 00	00 00	00 00	...
01 02	20 20	00 00	00 00	00 00	...
78 55	12 13	00 00	00 00	00 00	...
44 FF	14 15	00 00	00 00	00 00	...
FF FF	16 17	00 00	00 00	00 00	...
FF FF	18 19	00 00	00 00	00 00	...
FF 11	20 11	00 00	00 00	00 00	...
11 00	11 00	00 00	00 00	00 00	...

FIG. 31C

D4 ↓	IMAGE 2				...
66 12	11 98	00 00	00 00	00 00	...
77 45	B0 F2	00 00	00 00	00 00	...
89 10	AB AB	00 00	00 00	00 00	...
55 10	AB AB	00 00	00 00	00 00	...
10 10	AB FF	00 00	00 00	00 00	...
10 10	FE FC	00 00	00 00	00 00	...
10 20	FD FF	00 00	00 00	00 00	...
20 00	FF 00	00 00	00 00	00 00	...

FIG. 31D

SETTING CONDITION
NO VERTICAL LINE REARRANGEMENT
TOTAL NUMBER OF DEVELOPED BYTES: 60 BYTES (15×4)
NUMBER OF BYTES IN 1 LINE: 15 BYTES
NUMBER OF DEVELOPED LINES: 4 LINES

FIG. 32A

FIG. 32B

FIG. 32C

FIG. 32D

SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16 × 4)
NUMBER OF BYTES IN 1 LINE: 16 BYTES
NUMBER OF DEVELOPED LINES: 4 LINES

FIG. 33A

LOCAL MEMORY				
D1 ↓	IMAGE 1			
00 01	00 00	00 00	00 00	...
01 01	00 00	00 00	00 00	...
02 78	00 00	00 00	00 00	...
55 44	00 00	00 00	00 00	...
FF FF	00 00	00 00	00 00	...
FF FF	00 00	00 00	00 00	...
FF FF	00 00	00 00	00 00	...
11 11	00 00	00 00	00 00	...
11 00	00 00	00 00	00 00	...

FIG. 33B

D2 ↓	IMAGE 2			
00 66	00 00	00 00	00 00	...
12 77	00 00	00 00	00 00	...
45 89	00 00	00 00	00 00	...
10 55	00 00	00 00	00 00	...
10 10	00 00	00 00	00 00	...
10 10	00 00	00 00	00 00	...
10 10	00 00	00 00	00 00	...
20 20	00 00	00 00	00 00	...
20 00	00 00	00 00	00 00	...

FIG. 33C

D3 ↓	IMAGE 1			
00 01	00 20	00 00	00 00	...
01 01	20 20	00 00	00 00	...
02 78	20 12	00 00	00 00	...
55 44	13 14	00 00	00 00	...
FF FF	15 16	00 00	00 00	...
FF FF	17 18	00 00	00 00	...
FF FF	19 20	00 00	00 00	...
11 11	11 11	00 00	00 00	...
11 00	11 00	00 00	00 00	...

FIG. 33D

D4 ↓	IMAGE 2			
00 66	00 11	00 00	00 00	...
12 77	98 B0	00 00	00 00	...
45 89	F2 AB	00 00	00 00	...
10 55	AB AB	00 00	00 00	...
10 10	AB AB	00 00	00 00	...
10 10	FF FE	00 00	00 00	...
10 10	FC FD	00 00	00 00	...
20 20	FF FF	00 00	00 00	...
20 00	FF 00	00 00	00 00	...

SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES: 60 BYTES (15×4)
NUMBER OF BYTES IN 1 LINE: 15 BYTES
NUMBER OF DEVELOPED LINES: 4 LINES

LOCAL MEMORY

FIG. 34A

IMAGE 1					
D1 ↓	00	01	00	00	00
	01	01	00	00	00
	02	78	00	00	00
	55	44	00	00	00
	FF	FF	00	00	00
	FF	FF	00	00	00
	FF	FF	00	00	00
	11	11	00	00	00
					00 00
					00 00
					00 00
					00 00
					00 00
					00 00

FIG. 34B

IMAGE 2					
D2 ↓	00	66	00	00	00
	12	77	00	00	00
	45	89	00	00	00
	10	55	00	00	00
	10	10	00	00	00
	10	10	00	00	00
	10	10	00	00	00
	20	20	00	00	00
					00 00
					00 00
					00 00
					00 00
					00 00

FIG. 34C

IMAGE 1					
D3 ↓	00	01	00	20	00
	01	01	20	20	00
	02	78	20	12	00
	55	44	13	14	00
	FF	FF	15	16	00
	FF	FF	17	18	00
	FF	FF	19	20	00
	11	11	11	11	00
					00 00
					00 00
					00 00
					00 00

FIG. 34D

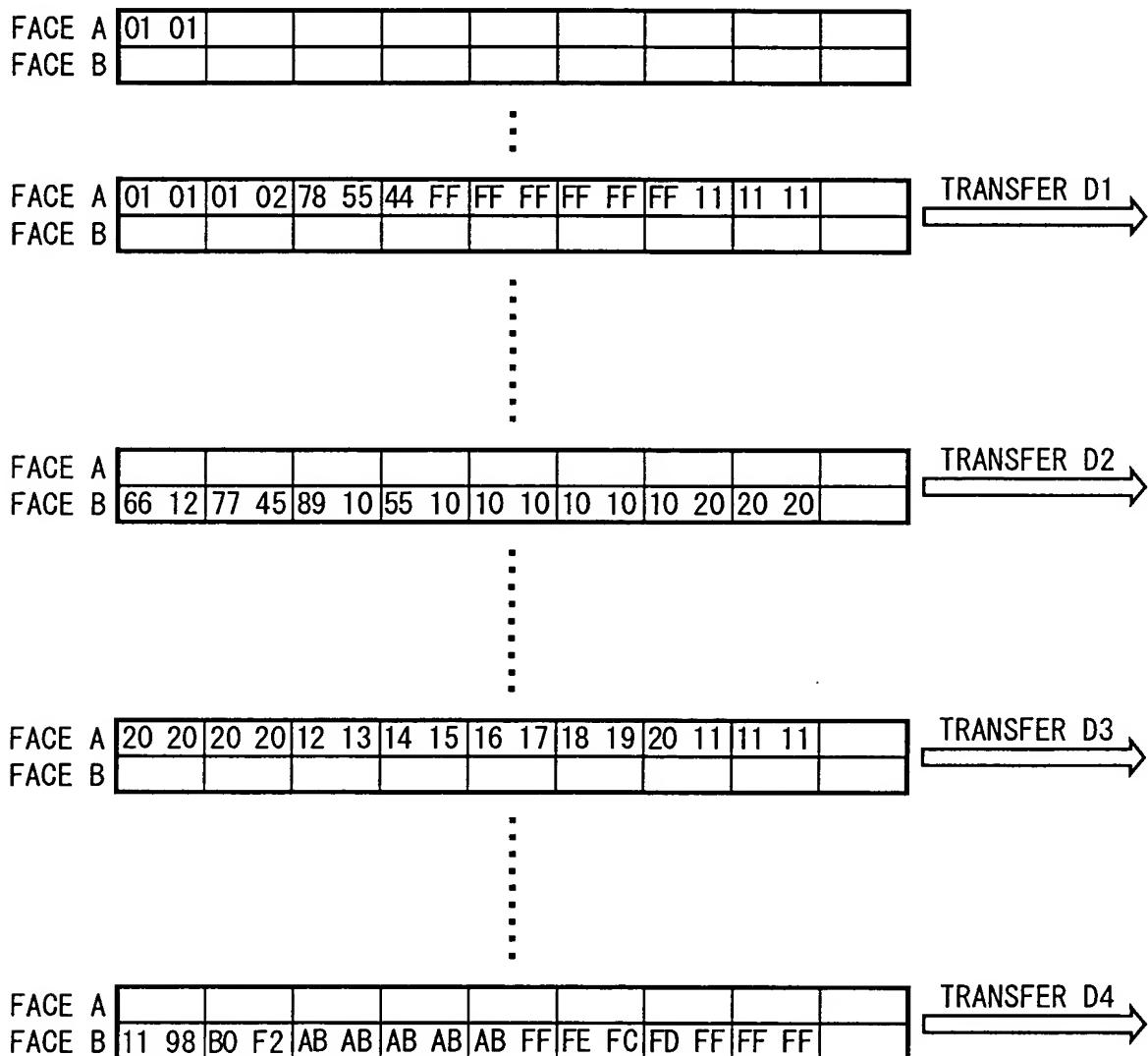
IMAGE 2					
D4 ↓	00	66	00	11	00
	12	77	98	B0	00
	45	89	F2	AB	00
	10	55	AB	AB	00
	10	10	AB	AB	00
	10	10	FF	FE	00
	10	10	FC	FD	00
	20	20	FF	FF	00
					00 00
					00 00
					00 00
					00 00



OPERATING CONDITION

MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
NUMBER OF 1 LINE BUFFER: 16 BYTES

DECU





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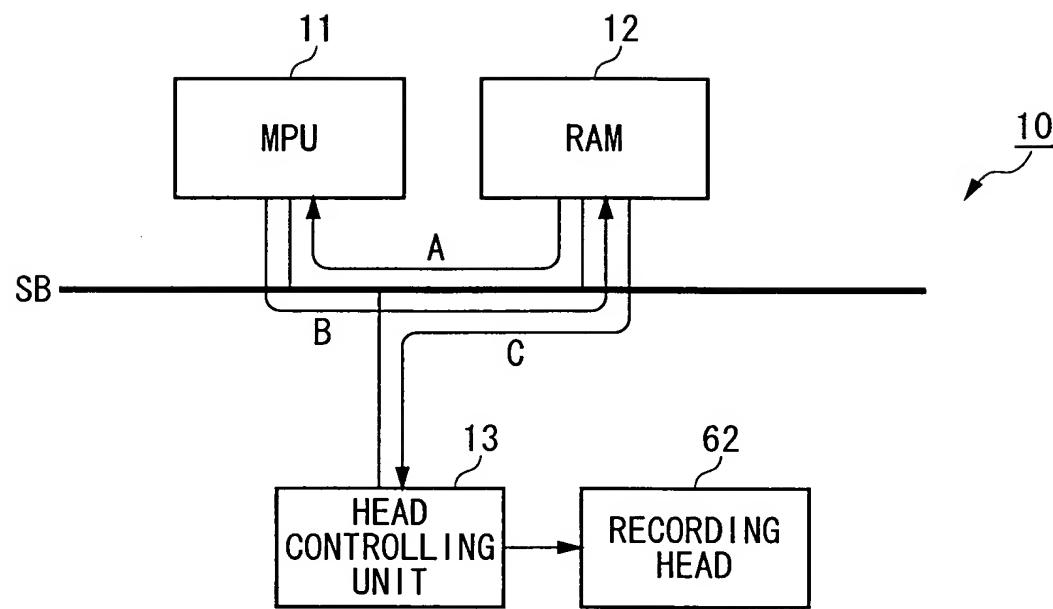


FIG. 36